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1 [Efficient user-space protocol implementations with QoS guarantees using real-time upcalls](#)

R. Gopalakrishnan, Gurudatta M. Parulkar

 August 1998 [IEEE/ ACM Transactions on Networking \(TON\)](#), Volume 6
Issue 4

Publisher: IEEE Press

 Full text available: [pdf\(205.42 KB\)](#)
[Additional Information: full citation, references, cited by, index terms](#)

Keywords: multimedia communication, networks, operating system kernals, processor scheduling, protocols, real-time systems, transport protocols

2 [Client-server computing in mobile environments](#)



Jin Jing, Abdelsalam Sumi Helal, Ahmed Elmagarmid

 June 1999 [ACM Computing Surveys \(CSUR\)](#), Volume 31 Issue 2

Publisher: ACM

 Full text available: [pdf\(233.31 KB\)](#)
[Additional Information: full citation, abstract, references, cited by, index terms, review](#)

Recent advances in wireless data networking and portable information appliances have engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services ...

Keywords: application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile compuing, mobile data, mobility awareness, survey, system application

3 [Efficient architectural design space exploration via predictive modeling](#)




Engin Ipek, Sally A. McKee, Karan Singh, Rich Caruana, Bronis R. de Supinski, Martin Schulz

 January 2008 [ACM Transactions on Architecture and Code](#)


Optimization (TACO), Volume 4 Issue 4

Publisher: ACM

Full text available:  pdf(1.70 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Efficiently exploring exponential-size architectural design spaces with many interacting parameters remains an open problem: the sheer number of experiments required renders detailed simulation intractable. We attack this via an automated approach that ...

Keywords: Artificial neural networks, design space exploration, performance prediction, sensitivity studies


4 [Data remapping for design space optimization of embedded memory systems](#)



Rodric M. Rabbah, Krishna V. Palem

May 2003 ACM Transactions on Embedded Computing Systems
(TECS), Volume 2 Issue 2

Publisher: ACM

Full text available:  pdf(885.05 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

In this article, we present a novel linear time algorithm for *data remapping*, that is, (i) lightweight; (ii) fully automated; and (iii) applicable in the context of pointer-centric programming languages with dynamic memory allocation support. ...


Keywords: Design space exploration, caches, compiler optimization, data remapping, embedded systems, memory hierarchy, memory subsystem

5 [Optimal File-Bundle Caching Algorithms for Data-Grids](#)

Ekow Otoo, Doron Rotem, Alexandru Romosan

November 2004 SC '04: Proceedings of the 2004 ACM/IEEE conference on Supercomputing

Publisher: IEEE Computer Society

Full text available:  pdf(399.80 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

The file-bundle caching problem arises frequently in scientific applications where jobs process several files concurrently. Consider a host system in a data-grid that maintains a disk cache for servicing jobs of file requests where a job is serviced ...

6 [Reducing generational copy reserve overhead with fallback compaction](#)



Phil McGachey, Antony L. Hosking

June 2006 I SMM '06: Proceedings of the 5th international symposium on Memory management

Publisher: ACM

Full text available:  pdf(817.15 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

As programming languages with managed runtimes become increasingly popular, it is essential that virtual machines are implemented efficiently. The performance of the memory management subsystem can be a defining factor in the performance of the virtual machine ...

Keywords: copying collector, garbage collection, generational collector, java, mark and compact

7 [Performance of broadcast and unknown server \(BUS\) in ATM LAN emulation](#)

Hairong Sun, Xinyu Zang, Kishor S. Trivedi

June 2001 IEEE/ ACM Transactions on Networking (TON), Volume 9 Issue 3


Publisher: IEEE Press

Full text available:  pdf(263.83 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we develop performance models of the Broadcast and Unknown Server (BUS) in the LANE. The traffic on the BUS is divided into two classes: the broadcast and multicast traffic, and the unicast relay flow. The broadcast and ...

Keywords: ATM, LAN emulation, broadcast and unknown server, stochastic petri net package, stochastic reward nets

8 [Bandwidth allocation in a self-managing multimedia file server](#)

 Vijay Sundaram, Prashant Shenoy

October 2001 MULTIMEDIA '01: Proceedings of the ninth ACM international conference on Multimedia

Publisher: ACM

Full text available:  pdf(299.16 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


In this paper, we argue that manageability of file servers is just as important, if not more, as performance. We focus on the design of a self-managing file server and address the specific problem of automating bandwidth allocation to application classes ...

9 [Delivering presentations from multimedia servers](#)

Nevzat Hurkan Balkir, Gultekin Ozsoyoglu

December 1998 The VLDB Journal — The International Journal on Very Large Data Bases, Volume 7 Issue 4

Publisher: Springer-Verlag New York, Inc.

Full text available:  pdf(171.48 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Most multimedia servers reported in the literature are designed to serve multiple and independent video/audio streams. We think that, in future, multimedia servers will also serve complete presentations. Multimedia presentations provide unique opportunities ...

Keywords: Admission control, Buffer management, Flattening,

Multimedia presentations

10 [The Conquest file system: Better performance through a disk/persistent-RAM hybrid design](#)



An-I Andy Wang, Geoff Kuenning, Peter Reiher, Gerald Popek
August 2006 ACM Transactions on Storage (TOS), Volume 2 Issue 3
Publisher: ACM

Full text available: pdf(1.34 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Modern file systems assume the use of disk, a system-wide performance bottleneck for over a decade. Current disk caching and RAM file systems either impose high overhead to access memory content or fail to provide mechanisms to achieve data persistence ...

Keywords: Persistent RAM, file systems, performance measurement, storage management

11 [Scalable and fault-tolerant support for variable bit-rate data in the exedra streaming server](#)



Stergios V. Anastasiadis, Kenneth C. Sevcik, Michael Stumm
November 2005 ACM Transactions on Storage (TOS), Volume 1 Issue 4
Publisher: ACM

Full text available: pdf(1.01 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We describe the design and implementation of the Exedra continuous media server, and experimentally evaluate alternative resource management policies using a prototype system that we built. Exedra has been designed to provide scalable and efficient support ...

Keywords: Content distribution, multimedia compression

12 [Reactive provisioning of backend databases in shared dynamic content server clusters](#)



Gokul Soundararajan, Cristiana Amza
December 2006 ACM Transactions on Autonomous and Adaptive Systems (TAAS), Volume 1 Issue 2
Publisher: ACM

Full text available: pdf(928.76 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper introduces a self-configuring architecture for on-demand resource allocation to applications in a shared database cluster. We use a unified approach to load and fault management based on data replication and reactive replica provisioning. ...

Keywords: Autonomic systems, databases, query processing, transactions

13 [Myths and realities: the performance impact of garbage collection](#)
Stephen M. Blackburn, Perry Cheng, Kathryn S. McKinley



June 2004 SI GMETRI CS '04/ Performance '04: Proceedings of the joint international conference on Measurement and modeling of computer systems

Publisher: ACM

Full text available: pdf(305.06 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#), [review](#)

This paper explores and quantifies garbage collection behavior for three whole heap collectors and generational counterparts: *copying semi-space*, *mark-sweep*, and *reference counting*, the canonical algorithms from which essentially all other ...

Keywords: generational, java, mark-sweep, reference counting, semi-space

14 [Improving storage system availability with D-GRAID](#)



Muthian Sivathanu, Vijayan Prabhakaran, Andrea C. Arpaci-Dusseau, Remzi H. Arpaci-Dusseau

May 2005 ACM Transactions on Storage (TOS), Volume 1 Issue 2

Publisher: ACM

Full text available: pdf(700.30 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

We present the design, implementation, and evaluation of D-GRAID, a gracefully degrading and quickly recovering RAID storage array. D-GRAID ensures that most files within the file system remain available even when an unexpectedly high number of faults ...

Keywords: Block-based storage, Disk array, RAID, fault isolation, file systems, smart disks

15 [FreeLoader: Scavenging Desktop Storage Resources for Scientific Data](#)

Sudharshan S. Vazhkudai, Xiaosong Ma, Vincent W. Freeh, Jonathan W. Strickland, Nandan Tammineedi, Stephen L. Scott

November 2005 SC '05: Proceedings of the 2005 ACM/IEEE conference on Supercomputing

Publisher: IEEE Computer Society

Full text available: pdf(410.23 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

High-end computing is suffering a data deluge from experiments, simulations, and apparatus that creates overwhelming application dataset sizes. End-user workstations-despite more processing power than ever before-are ill-equipped to cope with such data ...

Keywords: Distributed storage, storage scavenging, storage cache, serverless storage system, scientific data management, parallel I/O, striped storage

16

[Myths and realities: the performance impact of garbage collection](#)



Stephen M. Blackburn, Perry Cheng, Kathryn S. McKinley
 June 2004 ACM SIGMETRICS Performance Evaluation Review, Volume
 32 Issue 1
 Publisher: ACM

Full text available: pdf(305.06 KB) Additional Information: [full citation](#), [abstract](#),
[references](#), [cited by](#), [index terms](#), [review](#)

This paper explores and quantifies garbage collection behavior for three whole heap collectors and generational counterparts: *copying semi-space*, *mark-sweep*, and *reference counting*, the canonical algorithms from which essentially all other ...

Key words: generational, java, mark-sweep, reference counting, semi-space

17 [Separating Abstractions from Resources in a Tactical Storage System](#)

Douglas Thain, Sander Klous, Justin Wozniak, Paul Brenner, Aaron Striegel, Jesus Izaguirre
 November 2005 SC '05: Proceedings of the 2005 ACM/IEEE conference on Supercomputing
 Publisher: IEEE Computer Society

Full text available: pdf(401.40 KB) Additional Information: [full citation](#), [abstract](#),
[references](#), [cited by](#), [index terms](#)

Sharing data and storage space in a distributed system remains a difficult task for ordinary users, who are constrained to the fixed abstractions and resources provided by administrators. To remedy this situation, we introduce the concept of a tactical ...

18 [CRAMM: virtual memory support for garbage-collected applications](#)

Ting Yang, Emery D. Berger, Scott F. Kaplan, J. Eliot B. Moss
 November 2006 OSDI '06: Proceedings of the 7th symposium on Operating systems design and implementation
 Publisher: USENIX Association

Full text available: pdf(349.95 KB) Additional Information: [full citation](#), [abstract](#),
[references](#)

Existing virtual memory systems usually work well with applications written in C and C++, but they do not provide adequate support for garbage-collected applications. The performance of garbage-collected applications is sensitive to heap size. Larger ...

19 [IP Easy-pass: a light-weight network-edge resource access control](#)

Haining Wang, Abhijit Bose, Mohamed El-Gendy, Kang G. Shin
 December 2005 IEEE/ACM Transactions on Networking (TON), Volume
 13 Issue 6
 Publisher: IEEE Press

Full text available: pdf(721.97 KB) Additional Information: [full citation](#), [abstract](#),
[references](#), [index terms](#)

Providing real-time communication services to multimedia applications and subscription-based Internet access often requires that sufficient network resources be reserved for real-time traffic. However, the reserved network resource is susceptible to ...


Keywords: network QoS, resource access control

20 [A distributed database architecture for global roaming in next-generation mobile networks](#)

Zuji Mao, Christos Douligeris

February 2004 IEEE/ ACM Transactions on Networking (TON), Volume 12
Issue 1

Publisher: IEEE Press

Full text available:  [pdf\(427.81 KB\)](#) Additional Information: [full citation](#), [abstract](#),
[references](#), [index terms](#)

The next-generation mobile network will support terminal mobility, personal mobility, and service provider portability, making global roaming seamless. A location-independent personal telecommunication number (PTN) scheme is conducive to implementing ...

Keywords: database architecture, location management, location tracking, mobile networks

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